

EXCEL'SAGA

25



story and art by RIKDO KOSHI

EXCEL SAGA 25

**STORY AND ART BY
RIKDO KOSHI**

I'm
A
CHIC
GUARD!



EXCEL SAGA

25

RIKDO KOSHI



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25

5. MISSION 1
... DOES NOT BETRAY YOUR DREAM
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192. OUBLIETTE
(EXCEL SAGA BONUS SECTION)

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PARENTAL ADVISORY

EXCEL SAGA is rated **T+** for Older Teen and is recommended for ages 16 and up. This volume contains fantasy violence and mature situations.

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MISSION 1

OOOO DOES NOT BETRAY
YOUR DREAM

STRATEGY START



...FOR
YOU TO
CHARGE
INTO THE
UNDER-
GROUND!

IT'S
TIME...







HE CAN
TELEPORT
HIMSELF
RIGHT?
HOW
ARE YOU
SUPPOSED
TO SPEAK
OF HIS
WHERE-
ABOUTS-
THEN?

WHAT
MAKES
YOU
THINK
HE IS
DOWN
THERE?

OH,
THEN
IT
SEEMS
YOU HAVE
UNDER-
STOOD
MY
STORY!

...JIL
PALAZZO,
OR
WHOMEVER
HE IS, IS
STAYING
UNDER-
GROUND,
HUH?

IS
THAT
SO?

THE
BOTTOM
LINE
IS...

WELL,
YOU
SEE,
ISSHIKI IS
PROBABLY
GUARDING
THE HUB.

ARE
YOU
TELLING
US TO
CAPTURE
ISSHIKI?

YOU'RE
JOKING,
RIGHT...?

BUT
WHETHER
HE'S
THERE
OR NOT
DOESN'T
MATTER...

Reet. Then
why are ya
sendin' us there
again noo?

...AND I
SUPPOSE
IT DEPENDS
ON HOW YOU
DEFINE
"UNDERGROUND"
AS WELL...

HMM.
IT'S
MORE
LIKE
A HUB...





NO
ONE IS
SAYING
YOU
SHOUL'DVE
REMAINED
BROKEN...

YOU'VE
LEARNED
TO READ
BETWEEN THE
LINES IN A
HALFHEARTED
MANNER. IT'S
NOT YOUR
FAULT.

Ye would
hev said
that back
when ye
wuz evil
Wotanabe.

DON'T
APOLOGIZE.
THAT
ONLY
MAKES ME
ANGRIER.

I'M
SORRY,
GUYS.

SEE...





WE DIDN'T
REALLY HAVE
TIME TO PUT
UP A FIGHT.
IT SEEMS SINCE
IWATA CAME
BACK TO
NORMAL
THEY'VE HAD
THINGS
PREPARED

Akshully,
Matsuya...



THEY
GOT
US
DOWN
HERE
QUICK.

Divven't
tek
it sur
haad,
bonny
lad.



DO
YOU
KNOW
SOME-
THING..?

WE,
TOO,
SINCE
IWATA
RECOVERED,
YOU'VE
BEEN
ACTING
STRANGE.



THERE'S
NO
POINT IN
RESISTING
WHEN
WE DON'T
HAVE THE
INITIATIVE.

...ah
wuz
sart a'
surprised
ye went
alaang
an' aal.



YOU
FEEL
LIKE
WE'RE
BEING
WATCHED..?

I
DON'T
LIKE
THIS
AT
ALL.



I
DIDN'T
IMAGINE
THAT
THIS
DAY
I WOULD
DEPEND
ON IWATA
WOULD
ACTUALLY
GO IN!

I
FEEL
BAD
THAT
ONLY
I KNOW
THE
INSURANCE
PLAN,
BUT..

...WHAT CAN SHIOUJI DO IN A SITUATION LIKE THIS...?

SO...

Some-thing

...EVEN IF WATA STOPS ISSHIKI, THERE SHOULD BE ANOTHER PROBLEM.

YOU EXPECT IWATA TO PLAY TWO ROLES, DON'T YOU THINK YOU UNDERESTIMATE ISSHIKI...?

Some-thing

GUESS SOMETHING HAPPENED THAT REQUIRED ISSHIKI'S PRESENCE...

IF THE PREMISE WAS THAT ORIGINALLY ISSHIKI WAS OUR ACE IN THE HOLE...

YES.

HMM.

Well, if it's that simple, think of a way I can send us there.

THIS SMELLS MORE THAN A CHEAP AIR FRESHENER. EVEN AN IDIOT COULD SEE THAT SOMETHING'S SUSPICIOUS.

Shut up.

OF COURSE YOU WATANABE HAVE HAD THE MOST CHANCE TO EXPERIENCE HER ABILITIES.

I'M GLAD YOUR FELLOWS ARE ANALYZING THE SITUATION BY YOURSELVES.

Notice how
he divven't
mek eye contact.
Th' vague use
o' language.

...I
KIND
OF
ASSUME
THAT
PROBABLY,
PERHAPS,
YOUR TASK
IS THE
LEAST
DANGEROUS...

DON'T
WORRY.

FREEDOM
TRULY
IS AN
ILLUSION,
ISN'T
IT?

DON'T
YOU
THINK?
DON'T
YOU
WANT
TO BE
NATURAL?

IT'S
ONLY
NATURAL
TO GET
THE CITY
ENVIRON-
MENTAL
SECURITY
ADMINI-
STRATION
INVOLVED.

WELL,
IT'S
WITHIN
THE
CITY'S
ENVIRON-
MENT,
AND
IT'S A
SECURITY
ISSUE

I STILL
DON'T
UNDER-
STAND
WHY WE
HAVE
TO
GO...

...COME
IN.

SUCH
THINGS
HELP
US
ADVANCE
I WILL
ANSWER
YOUR
QUESTIONS
IN
ORDER

AH
DOUBT
A SIGN
OF
YOUTH
AND
HEALTH

WHAT'S
WORSE
IS, HE'S
HIDING
SOME-
THING.



G A H H !

DON'T
KILL
ME!

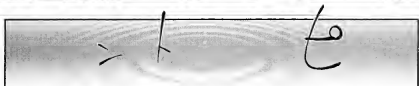
I MEAN,
FR, ISOBAG!
WHAT BRINGS
YOU HERE?

Yeez
still a lil
traumatized,
eh?

FEAR
NOT











I WISH
THEY'D
SHUT
UP...



...MAYBE
I
COULD
STILL
GO
TO A
MARRIAGE
AGENCY...

WAIT...

Face it, man.
Wor generation
iz finished.



I'M
WITH
YOU!

DONT
WORRY,
MISAKI.

IRONICALLY,
YOU'RE
RIGHT...
IN THIS
PARTICULAR
SITUATION...



...DONT
THEY
REMEMBER
WE GOT
BURNED IN
A SIMILAR
SITUATION
BEFORE?





BECAUSE
AT
LEAST I'D
BE WITH
SOMEONE!
WHAT
ABOUT
YOU,
SUMIYOSHI?

SO WE'RE
ALL
PLAYING
LIFE? I'D
STILL
END UP
IN THIRD
PLACE OUT
OF FOUR!

This
isn't th'
Shawa
era any
more
ye
knaa.



WHAT'S
WRONG
WITH
HAVING A
30-YEAR
MORTGAGE
ON A
HOUSE WITH
A BACKYARD,
A WIFE,
TWO KIDS,
PERHAPS
A DOG?

THEY'RE
NOT
THAT
CRAZY...
BUT NOT
THIS
CRAZY,
EITHER!...



YOU
TWO
HAVE
BEEN
ALWAYS
PRETTY
CRAZY,
BUT...

This isn't
th' Meiji
era,
eithaa.

DON'T
YOU HAVE
TO CARRY
ON THE
FAMILY
NAME?!

What's
wraang
wif plannin'
me life as
a single
person?



MISAKI?
YOU
LOOK
SICK...

OH?
DID
I GO
CRAZY,
TOO?!

...YOU
SHOULDN'T
BE
THIS
CRAZY!





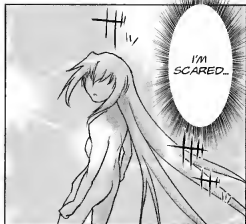




...WITH
BEING
HERE!

I'M
FINE...





I'M
SCARED...



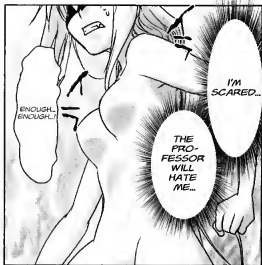
I
DON'T
WANT
TO BE
ALONE!



...TO
BE
LONELY!



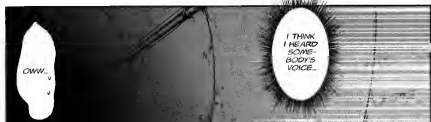
...YOU'RE
WRONG
!!



I'M
SCARED...

THE
PRO-
FESSOR
WILL
HATE
ME...

ENOUGH...
ENOUGH!!











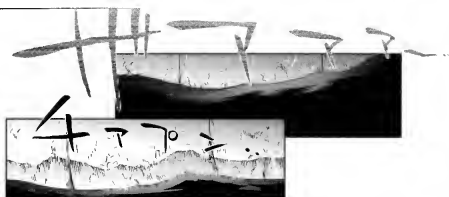
END MISSION 1

சுருதி



EXCEL'S AGA









...cool.

Eez...

MISSION 2
FAKE



Aye. Nee
doubt 'e
would
be th'
hero.

IF THIS
WORLD
WERE A
FICTIONAL
STORY...



...JUST
PLAYING
A
SUPPORTING
ROLE.

I
WOULD
BE
FINE...

...MUST
END
!!

SUCH
A
STORY...



HA-CHAN,
I'M
BEING
SASSSED
BY THE
STATE!!

THE
STATE
HAS
ATTI-
TITUDE!



OH,
SENIOR
LOOKS
SO
HAPPY.

AN'
I'M
GETTIN'
READY
TO
DISPOSE
OF
YA!

YA
LOUSY
PUNKS!
YOU'RE
JUST
WASTE
CAUGHT
IN THE
DRAIN!



YOU'RE
ALWAYS
SO
POSITIVE,
SENIOR
HYATT. IT'S
ALMOST
AS IF YOU
DON'T FEAR
DEATH.

IS
THAT
HAPPI-
NESS..?

I WAS
WORRIED
ABOUT
HER
BECAUSE
SHE'D BEEN
WORKING
SO
HARD.



ANYWAY,
ANY
STORY IN
WHICH I,
ELGALA,
AM NOT
THE
HEROINE
MUST END.
AND BE
REPLACED
WITH ONE
WHERE
I AM.

THE
WORD YOU'RE
LOOKING
FOR IS
"SATAN."

IF
THIS
WORLD
WERE A
FICTIONAL
STORY...

...YES,
NO DOUBT
SHE
WOULD
BE THE
HEROINE.

DON'T
DODGE
YOUR
DEATHS!
HEY!

DIE!
DIE!

DAMN
IT!







A black and white comic panel. A girl with short, spiky hair and a heart-shaped headband is looking down with a wide, happy smile. She is wearing a light-colored, short-sleeved top. A boy with long, dark hair is lying on his back, looking up at her. He is wearing a dark shirt. The background is dark and textured.

Oh,
I'm
so
happy!



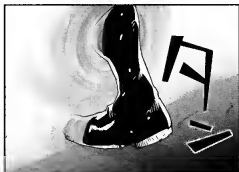
A black and white comic panel showing a close-up of a girl's face. She has short, spiky hair and is smiling broadly, showing her teeth. She is wearing a dark headband with a heart-shaped ornament. The background is dark.

Long
time
no
see...

NISHIKI-
CHAN











Aye,
well ah
agree wuz
makin' nee
progress.

...AND
WHAT
ABOUT THEM?
THE CALMER
THEY GET,
THE MORE
I GET
PISSED
OFF!



...WHAT
ARE
WE
DOING
DOWN
HERE?!

Well, ah
imagine,
gettin' ya
hand bruk,
withoot that
suit an' aal.



I
DUNNO...



AIMLESS?
IT
SEEMS
THE
ENEMY
DOES
NOT
THINK
SO.

...HOW
LONG
DO WE
HAVE TO
WANDER
AROUND
AIMLESSLY
DOWN
HERE?

DOC.



I
SEE...



THREE

Th
last
two,
akshully

COULD
HAVE
DONE
WITHOUT
THE
LAST
ONE

...SO FAR
IT'S BEEN
THE BIGGEST
COLLECTION
OF CLICHÉD
TUNNEL TRAPS
OUTSIDE AN
INDIANA
JONES
MOVIE.

THERE'S
NO
REASON
FOR THEM
TO KILL
YOU.

MYM...
NO, I
RECKON
THESE
ARE JUST
HARASSING
MEASURES.

OR MAYBE
WE HAVEN'T
REACHED IT,
AND THEY'RE
JUST GUIDING
US TO OUR
EVENTUAL
DEATHS.

...VERY
GOOD
IT SEEMS
YOU'VE
REACHED
A PART
OF THE
COMPLEX
THEY WISH
TO GUARD
ASSIDUOUSLY!

They're
pretty
good, for
being evil!

Ah!

WHAT
DO
YOU
MEAN?

THEY
HAVE
ISSHIKI,
AFTER
ALL.

WELL
NOW,
EVERY-
ONE...

YES.

PROFESSOR...
IT'S
ABOUT
TIME.















...SUCH
STUFF...?

WHEN
DID THEY
OBTAIN...

...SUCH A
RECKLESS
MEASURE
THAT MIGHT
DESTROY
THE CORE
AND CAUSE
HIM TO LOSE
EVERYTHING?

WHY
DID MY
FATHER
TAKE...

WHOA!
OH,
NO!
NO!

HE
ALMOST
DESTROYED
THE
CORE...

...ASSUMING
IT'S
POSSIBLE
TO
DESTROY
THE CORE,
THAT
IS

NO.
IT
WAS
AN
ACCI-
DENT...

IT
WASN'T
DR.
TENMANGU
WHO
DID
IT.

NO?

...JIMI'S
FATHER...
WHOM
WE ASKED TO
HELP WITH
OUR RESEARCH
THAT TIME.

Don
dropped
it
righto...

I JUST
FELL.
I'M
FINE.

IT
WAS
DR.
RENGAYA.



...IT'S
IN THE
BLOOD.





INDEED,
IF SHE
HADN'T
GUIDED YOU
THERE, OUR
TACTICS WOULD
HAVE BEEN
USELESS.

HEY,
ISN'T
ISSHIKI LE
OUR
NAVIGATOR...?

ISSHIKI LE
WILL WAIT
AT THE
ENTRANCE.

...WHAT
HAPPENED
TO IT?

THE
PROFESSOR
AND I WILL
GUIDE YOU
REMOTELY
FROM THIS
POINT ON.

AFTER
THIS,
SHE'S
JUST A
TRANSMITTER
RELAY.

YUP!
HERE
WE
GO!

This means
we cannot
goof off,
reer?

sigh

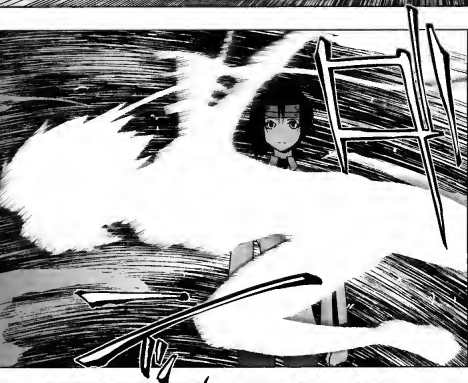
I
GUESS
WE'VE
GOT
NO
CHOICE.

OH,
WELL...



TIME
TO
SETTLE
AN OLD
SCORE.

...OH,
WELL
INDEED.





OR SOME-
ONE ELSE...

I
GUESS
SOME
NATURAL
FOOL IS
INVOLVED.



THIS IS
BEYOND
MY
EXPECTA-
TIONS...
AND IT
PLEASES
ME
GREATLY



IF
THIS
WORLD
WERE A
PIECE OF
SOME-
ONE'S
WORK...



...THE
OTHER
SIDE
IS...

...



What's
up,
Choi?

I
THINK
THE
AIR HAS
CHANGED
AGAIN.

?

...BEFORE
THAT,
UMI HAS
SOME
WORK
TO DO.



IN CON-
SIDERATION
OF THEIR
EFFORTS,
I CAN GIVE
ISSHIKI TO
THEM NOW,
BUT...

END MISSION 2

...UNFOR-
TUNATELY,
I
SOMETIMES
FELT LIKE
PUNCHING
HIM.

WHOA!
OH,
NO!

DR.
RENGAYA...
HE WAS
SUCH A
CAPABLE
PERSON,
BUT...



EXCEL'S AGA





HELLO...?

HELLO...?



NO
WAY!

ISN'T
THAT
ENOUGH...?
WHY
DON'T
YOU
RETURN
TO YOUR
BODY...?





IT
WEARIES
NOT,
NEITHER
DOES...
DOTH?...IT
HUNGERTH!
ANYWAY,
YOU
SHOULD
UNDER-
STAND!

I CAN
SERVE
LORD IL
PALAZZO
FAR
BETTER
WITH
THIS
BODY!



I...

WHAT
AM I
GOING
TO DO
WITH
YOU...?

THAT'S
NOT
TRUE.

...

...AS
I WAS.

...I'D
BE
USE-
LESS...



DARN!
I HADN'T
GOTTEN
TO DRAW
THE RING
AROUND
HER EYE
YET!

I'LL
NEVER
RETURN
TO MY
ORIGINAL
BODY!

MISSION 3
SANCTUARY









NO, THENUR!
I JUS
SPEAK
THEM!

EVIDENTLY
THERE ARE
CRACKS IN
YOUR HEAD
THAT ALLOW
YOUR
THOUGHTS...

TO
LEAK
OUT.



H-HOW
DO
YOU
KNOW
THAT...?

YOU'RE
IN
LEAGUE
WITH
PRO-
FESSOR
FOUR-
EYES!

I
KNEW
IT!
YOU'RE
A
SPY!



HER
LEECHCRAFT
ERE LONG
WOULD HAVE
HAD ME
WALKING ON
ALL FOURS
LIKE A
BEAST!

I'M NOT
A SPY
PER SE,
SENIOR!
SENIOR HYATT
AND I WERE
JUST WORKING
WITH HIM TO
HELP YOU!

DOWN,
SNAKE!
DOWN
ON YOUR
BELLY! HOW
LONG IS IT
SINCE
FOUR-EYES
BOUGHT
YOU?!



WAIT.
THIS
DOOR'S
UNLOCKED.

IS
THIS
THE
"GATE"
HE WAS
TALKING
ABOUT...?



THIS
PLACE
FEELS
DIFFER-
ENT.



UHM,
I'M
GUESS-
ING.

THAT
THIS
IS
PROBABLY
THE
RIGHT
DIREC-
TION

HEY,
IWATA,
ARE YOU
SURE
YOU'RE
NOT JUST
PICKING A
RANDOM
DIRECTION?

RIGHT
OR
LEFT?

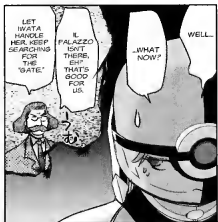


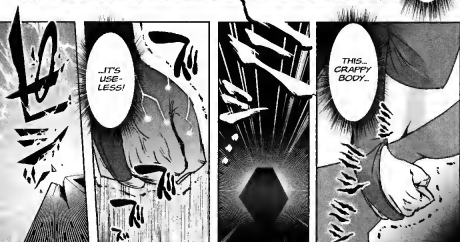
Sur this-
iz th'
basement
o' the
er...
base?

WELL,
THAT'S
WHAT
IWATA
SAYS.















...TERIHA-SAN!
NO!

?!
STOP!!

WHA--

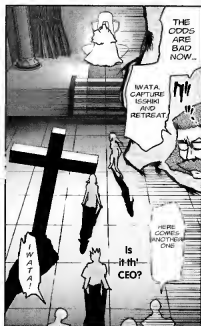






THIS
ONE'S
ABOUT
EIGHT
MILLION
CANDLE-
POWER,
I THINK.

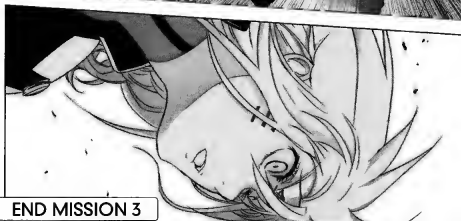
They
like
t' go
"flash,"
divven't
they?









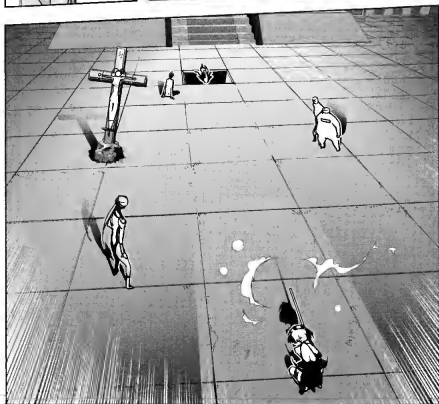




THAT'S
MORE
OF A
RELIEF
THAN
ANYTHING
ELSE.

How
man. Wu're
nowt but
characteraz
in th'
background.

EXCEL'S AGA







A black and white manga-style illustration of a young girl with short, dark, spiky hair. She is wearing a light-colored, short-sleeved dress with a dark collar and a dark skirt. She is in a dynamic, forward-leaning pose, looking towards the viewer with a determined expression. The background is filled with vertical lines and a large, jagged, torn-paper-like shape on the left side. Inside this shape is a speech bubble with text and a small character's face.

...IS
ISSHIKI
LE
IN
COMBAT...?

MISSION 4

SLEEP AND AWAKENING






I GUESS
THE EARLY
TYPE OF
NISHIKI
WAS
STOLEN
BY OUR
ENEMY.



PRO-
FESSOR!
WHAT'S
GOING
ON...?!



...WHY
IS
THERE
ANOTHER
NISHIKI...?



WAIT,
YOU
SAY THEY
STOLE
NISHIKI?!
THAT
SHOULD
HAVE BEEN
IMPOSSIBLE
FOR THEM!

THE
EARLY
TYPE? SO
WHAT WE
SAW A LITTLE
WHILE AGO IS...
GAHH! TOO
COMPLICATED!
THE BOTTOM
LINE IS THAT
THIS NISHIKI IS
DIFFERENT
FROM THE
OTHER ONE,
EH...?

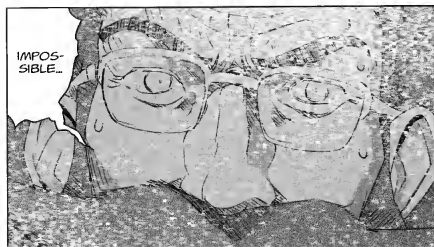


WHAT
ARE
YOU
TALKING
ABOUT?!

THIS
IS
THE
RESULT
OF
YOUR
WORK,
ISN'T
IT?

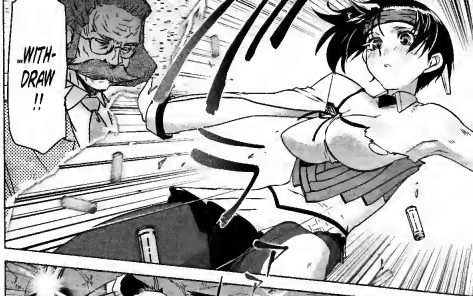
SO
ISN'T IT
ABOUT
TIME
YOU
BECAME
CON-
VINCED...?

DR.
KABAPU...
YOU
MUST
HAVE
BEEN
AWARE
OF IT.

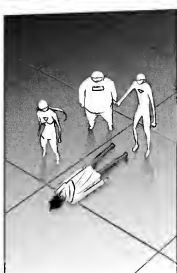












Ah aalwez
feel a bit relieved
whenevah
Iwata proves
be useles.

I WATA?

Watanabe,
thez summik
ah want
f' admit
t' yee.



IT WAS
AS IF HE
SUDDENLY
LOST
INTEREST.

...?

Everything
tends to
disappear
around
here.

HE'S
GONE...



DO
YOU
THINK
IT HAD
SOMETHING
TO DO
WITH THE
COMMUNICA-
TIONS BEING
CUT
OFF..?

I
DON'T
KNOW..

WHAT
HAPPENED
TO
IWATA..?



WHOA...









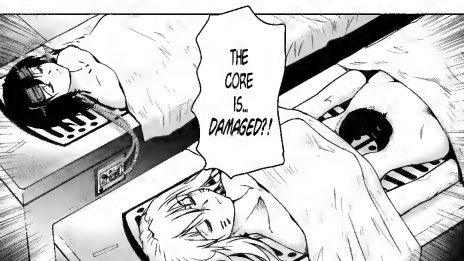
EH?

BUT...



YES...

...DID YOU
FINALLY
RETRIEVE
ISSHIKI?!



THE
CORE
IS...
DAMAGED?!



OH,
NO...

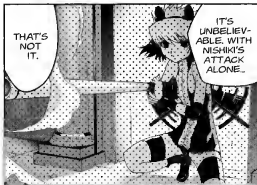


THE
FUNCTION
IS NOT
COMPLETELY
LOST,
BUT AS
YOU
SEE...

FROM
APPEAR-
ANCES,
THE
DAMAGE
WOULD
SEEM
QUITE
SEVERE.



THIS
IS...



THAT'S NOT IT.

IT'S UNBELIEVABLE. WITH NISHIKI'S ATTACK ALONE...

...NORMAL OPERATIONS WILL BE IMPOSSIBLE.

IT'S REASONABLE TO ASSUME THAT AT THIS POINT...



...FOR SOME UNKNOWN REASON, SHE WAS ALREADY ON THE VERGE OF BREAKING DOWN PRIOR TO THE ATTACK.

MY GUESS IS...



IT WAS ODD THAT SHE COULD BE SO DEVASTATED WITH A SINGLE BLOW.

LEARNING FROM THE RECENT EXPERIENCE, THE ATTACK WAS MERELY MEANT TO CONTAIN HER.



THEN WHAT KIND OF EFFECT IS IT SUPPOSED TO HAVE...

SHE LOOKED LIKE HER BODY WAS PUTTING HER UNDER A LOT OF STRESS.

THE CORE ISN'T SUPPOSED TO HAVE THAT EFFECT!



...BUT IT MIGHT HAVE BEEN MORE LIKE SELF-DESTRUCTION.

I SAID 'BREAKING DOWN'...

UNBELIEVABLE !!



I'M TO
BLAME
FOR WHAT
HAPPENED
TO HER



...BY
THE
WAY,
IS UMI
ALL
RIGHT?

YES.



...WE'VE
LOST OUR
EMPLOYEES
AND WE'VE
LOST
IWATA.
ALL
THAT'S
LEFT IS...



IF
SOMETHING
HAPPENS
TO UMI,
I WON'T BE
ABLE TO
SHOW MY
FACE
TO DR.
RENGAYA...

I'M
RESPONSIBLE
FOR WHAT
HAPPENED
TO HER
AS WELL.



AS LONG
AS SHE'S
FINE, WE
CAN LEAVE
THIS TOPIC
UNTIL
LATER.

I
DIDN'T
THINK
SHE
WOULD...



WAIT.
WHAT
ABOUT
THE ONE
WHO
LOOKED
LIKE A
SPARE
BODY OF
NISHIKI...?



...ISSHIKI
LE.



...THE
DAMAGED
ISSHIKI
AND...

LET
ME
FINISH
THAT
LAST
THOUGHT.
ALL
THAT'S
LEFT IS...



I
WON'T
ASK YOU
ANYTHING
ABOUT
IT
NOW.

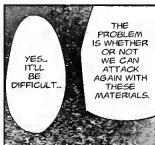


I
SEE.

IT
WAS
COM-
PLETELY
DES-
TROYED.



...WITH
THESE
THINGS
ALONE.



YES...
IT'LL
BE
DIFFICULT...

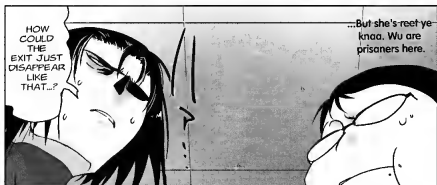
THE
PROBLEM
IS WHETHER
OR NOT
WE CAN
ATTACK
AGAIN WITH
THESE
MATERIALS.



OR,
IF
THERE
IS ONE
MORE...









MY GUESS IS SOMEWHERE RIGHT NOW, DOC AND THE PROFESSOR ARE HAVING A SERIOUS AND INCOMPREHENSIBLE DISCUSSION.

...Hev ye noticed this iz the forst peace an' quiet wu've hed for days...?



OKAY, WE'RE PRISONERS, WHATEVER.

Ah wuz also thinkin' that.

I, ELGALA, AM YOUR CAPTOR!

ELGALA, AM AS TRAPPED AS YOU ARE!



THE "GATE"...

I SUGGEST WE TAKE THIS OPPORTUNITY TO TAKE A LOOK AROUND THIS PLACE.

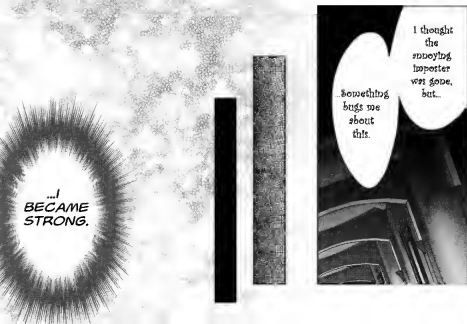
THIS IS OUR CHANCE TO FIND OUT THE THINGS THE DOCTOR WON'T TELL US.



...THAT I DONT KNOW HOW LONG WE CAN SURVIVE DOWN HERE BY OURSELVES



THE PROBLEM IS...





THIS
BODY
WAS
SUPPOSED
TO BE
INVINC-
IBLE...



I
EVEN
ABAN-
DONED
UMI.



I
BECAME
STRONG.



LORD IL
PALAZZO
WAS DIS-
APPOINTED
IN ME.



I WAS
DETERMINED
TO
FOLLOW
HIM THIS
TIME
AROUND,
BUT...



I
WAS
USELESS.



...BUT
I
LOST.



...THIS
TIME
AROUND"...?"

NIKOICHI



FIRST,
COMBINE
THE TWO
ISSHIKI
BODIES
INTO ONE
UNIT.



...ADJUSTED
FOR COMBAT.

THEN,
TO PREVENT
OUR ENEMIES
FROM TAKING
CONTROL OF
THE MACHINE,
I'LL USE A
BACKUP
SYSTEM
FOR MY NISHIKI.

he... hhhh...



IT
MAY BE
ABLE TO
MAKE IT
AS FAR
AS THE
ENTRANCE

THIS
ONE WILL
BE AS
GOOD
AS THE
OTHER
NISHIKI.



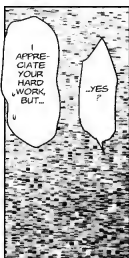
VERY
WELL,
THEN,
BASED
ON
THAT
PREMISE...

THAT'S
HOW THE
PLACE WAS
ORIGINALLY
DESIGNED
TO WORK.



I
GUAR-
ANTEE
IT.

BUT
ARE
YOU SURE
THAT
IF THE
CORE IS
ACTIVATED,
THE
ENTRANCE
WILL
OPEN..?





IF THE
ENTRANCE
OPENS, WE
CAN STILL
TURN THIS
AROUND.

EITHER
WAY...
THE ODDS
ARE
AGAINST
US.



I SEE...
I HAD
ALMOST
FOR-
GOTTEN
ABOUT
HIM.

...IF
OUR
COMMUNI-
CATIONS
RECOVER,
HE'LL BE
OUR
FIGHTING
POWER.

IWATA
IS IN A
RESTING
STATE
RIGHT
NOW,
BUT...



THAT'S
HOW HE'S
CONSTRUCTED...
IT CAN'T BE
HELPED.



IT'S THE
DISADVANTAGE
OF INVATA THAT IF
COMMUNICATIONS
ARE CUT OFF,
HE BECOMES
INOPERATIVE.



あ
gaspi!
THAT'S
MY
SECRET
WINE!

あ
SO YOU
DO
HAVE
ALCO-
HOL.

I
HAVE
CON-
FIDENCE
IN
THEM.

AND,
OF
COURSE,
WE'RE
MAKING
ANOTHER
ASSUMPTION..



Here's
I wor
chic
guard.



END MISSION 4

AW, TO
HELL WITH
IT! LET'S
OPEN MY
SECRET HIGH
QUALITY
SAKE!



EXCEL五月



BEFORE



MISSION 5
AS A HUMAN BEING





HEY.



HEY,
SUMI-
YOSHI.



ARE
YOU
SLEEP-
ING...?





AFTER

**SERVES
YOU
RIGHT
!!**

**HA
HA
HA
HA
HA
HA
!!**



UH?



HMPH!
A
GLUTTON
LIKE HIM,
HE MUST'VE
HIDDEN
LOTS
OF FOOD...
WHERE
IS IT?!

WHERE?



WHOA!



A DUMMY...?!

HE'S NOT HERE...
I'VE BEEN TRICKED!



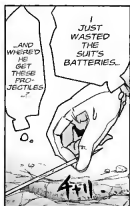
IT'S AWFUL FOR HIM
TO SUSPECT HIS FRIEND!

WAS ALL THIS
JUST AN AMBUSH
FOR ME? DAWW!



...HE'S
PLAYING
FOR KEEPS.

IT'S
SHARPENED...



...AND WHERE'D
HE GET
THESE PRO-
JECTILES...

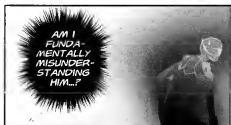
I
JUST
WASTED
THE
SUITS
BATTERIES...



...AND
WHEN
YOU
RUN OUT
OF THESE,
YOU'LL
BE
FINISHED!



HEH!
BUT
YOU'VE
GOT TO
RELY ON
WHATEVER
YOU CAN
FIND
DOWN
HERE, EH,?



AM I
FUNDA-
MENTALLY
MISUNDER-
STANDING
HIM...?



WAIT
!



*Watanabe's darkly revised memories

TO
MAKE
THINGS
WORSE,
HE'S A LAZY
SLOB WHO
CAN'T BE
BOtherED
TO DO
ANYTHING
INVOLVING
EXTRA
EFFORT!

WOW!
HOW'D
YOU GET
THIS?

Me
intanet
mates on'
oh wurked
togethoa t'
obtain th'
first edition
bonus.



THINK
ABOUT
THAT
BASTARD'S
PERSON-
ALITY!

HE'S
LIKE
A SNAKE!
HE DOESN'T
HESITATE
TO DO
ANYTHING*
TO ATTAIN
HIS
PURPOSE!





IS...
HE
GOING
TO GET
RID
OF
ME?

BUT
WAIT!
HE'S A
SCHEMER!
WHAT'S HIS
PLAN? WHAT
DOES HE
GAIN BY
THIS...?



...THAT'S
WHAT
HE'S
BEEN
FIRING
THEM
FROM...!



SO
THAT'S
WHAT
HE
GAINS...

NOW
I
SEE!





WE'RE BASICALLY THE GENERATION THAT HAS NEVER SUFFERED REAL HARDSHIP.

I MEAN, IF THEY'RE AT EACH OTHER'S THROATS AFTER ONLY A FEW DAYS, THEY'RE NEVER GONNA TOUGH THIS OUT.

...CAN'T YOU CALM THOSE TWO DOWN...?

グッ
ッ
ア
ー
ー

...BUT I HAVE SUFFERED THE FULL WARTIME POTPOURRI OF FIRE-BOMBS, HOMELESSNESS, AND STARVATION.

WELL, ELGALA, DO NOT MEAN TO BOAST...

YOU SEEM TO BE DEALING WITH IT OKAY, THOUGH.

...ARE YOU SURE?

HEEERRE,
PIGGY,
PIGGY.

HERE,
PIGGY.

I THINK THEY'RE SORT OF KEEPING THEMSELVES BALANCED BY BEING PLAYFUL LIKE THAT.

...THEY HAVEN'T TRIED TO ATTACK US, SO I GUESS THEY'RE STILL FAIRLY RATIONAL.



...AND I'M NOT OPTIMISTIC, EITHER.

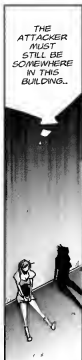


PIGGY, PIGGY!!

TO BE HONEST, IT'S AS ROUGH FOR ME AS THOSE GUYS. I JUST DON'T FEEL LIKE WASTING WHAT STRENGTH I'VE GOT LEFT ON A FIGHT

F-F-F

RIGHT NOW I'M TRYING TO THINK OF THIS AS A CRASH DIET.



THE ATTACKER MUST STILL BE SOMEWHERE IN THIS BUILDING..



AFTER SEVERAL DAYS TALKING TO HER, I DON'T THINK THIS GIRL HAS ANY OF THE ANSWERS WE NEED

STEEAAAK...



ISSHINO WAS ATTACKED BY SOMEONE

AND THAT TURMOIL JUST BEFORE WE WERE CUT OFF..



CONSIDERING THAT FIERCE LOOK HE HAD, HE WASN'T GOING TO LEAVE THIS SITUATION ALONE..

SO IF HE HASN'T RESTORED CONTACT... DOES THAT MEAN HE CAN'T...?



...WHAT
DOES
HE OR
SHE
WANT
FROM
US?



Just
as I
thought...
I can
exit.



...THERE'S
NO
PROBLEM
WITH
THE
SYSTEM.

But
it's
odd...



SOME-
ONE'S...

KEEPING
THEM
HERE...?

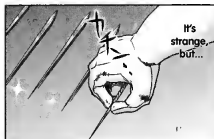
Nakasu
zenzai.

Kamaya's
bean
rice
cake.

Fukiya's
egg
mix.

Shungetsuan's
burdock
tempura
noodles.

Chinya's
beef
bowl.



It's
strange,
but...

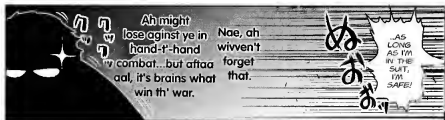


An'
encouragement
wi'
morale-buildin'
slogans.

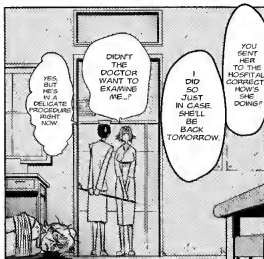
*Kill
him
!*

*Fight
!*

...them
wham ah
met in
me life
giz us
pawaa.









I
THOUGHT
YOU WERE
WORRIED
ABOUT
THEM.
HOW DIS-
APPOINTING.
TELL ME...

IS
THERE
ANYTHING
YOU DON'T
WANT
THEM TO
SEE
DOWN
THERE?



...MATSUYA
IS WITH
THEM,
SO I DON'T
THINK THEY'LL
TAKE ANY
EXTREME
ACTIONS
AS LONG AS
THEY'RE IN
THEIR
PRESENT
LIMITED
SITUATION.

...THEY
HAVE SOME
FIGHTING
POTENTIAL
EVEN
WITHOUT
IWATA,
BUT...



AND I
TOO
HOPE
THAT THEY
WON'T DO
ANYTHING...
EXTREME.



AS
FAR
AS I
CAN TELL
FROM THE
IMPROVED
VERSION OF
NISHIKI, I
THINK YOU
ALREADY
HAVE THE
KNOW-HOW...

...WHY
DON'T YOU
JUST BUILD
THE MAIN
BODY
WITHOUT
THE
CORE...?

PRO-
FESSOR,
THERE'S
SOME-
THING I
WON-
DERED
ABOUT
ISSHIKI...



...THERE'S
STILL
HOPE IF
WE CAN
RUN THE
CORE...
EVEN
FOR A
SECOND!

ALSO...
EVEN IF WE
COULD DEFEAT
NISHIKI, HOW CAN
WE ENTER THE
BASE WITHOUT
THE CORE...?



...DEALING
WITH
NISHIKI--
WHO
WAS
TUNED
BY MY
FATHER--
IS TOO
MUCH
WORK
FOR ME.

...BUT
EVEN BY
OPTIMISTIC
ESTIMATES...

WE'VE
COME
THIS
FAR, SO
I WON'T
HIDE
ANYTHING
FROM YOU.



...YOU
FEEL
IT
TOO,
DON'T
YOU...?

DOC-
TOR...

THIS
IS NOT
IMAGINARY...
NO MERE
WHIMSY
OF
OURS.

YES...
YES,
I
DO.



THE
SUSHI
YOU
ORDERED
IS THE
PROXIMATE
CAUSE
OF THIS
CRISIS!

7%!

ANY
EXTRA
COULD
GO TO
INSTALLING
A GUEST
BATH-
ROOM.

5%!

5%!

gasp!

IT
OCCURS
TO ME THAT
PERHAPS
THESE
CHALLENGES
COULD BE
MET, WERE
MY RESEARCH
BUDGET
TO BE
INCREASED
BY 10%...





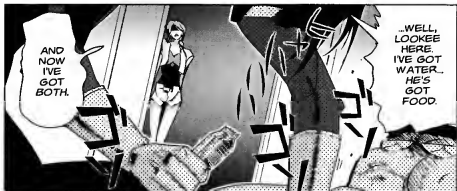






I
FIGURED
OUT
YOUR
GAME.

HEH-HEH.
WAITING
FOR MY
BATTERIES
TO RUN
DOWN,
WERE
YOU...?



AND
NOW
I'VE
GOT
BOTH.

...WELL,
LOOKEE
HERE.
I'VE GOT
WATER...
HE'S GOT
FOOD.



THAT'S...

...





THEY'RE
SO
HAPHAZARD

...PLEASE!







Just
store
when
is
I
their
personal
shopper.?

Now
that
they
have
enough
supplies,
maybe
they
won't
kill
each
other

NO,
SERIOUSLY
I
WASN'T
HIDING
IT
OR
ANYTHING.

UM,
SEE,
THE
THING
ABOUT
THIS
IS
I,
ELGALA,
JUST
CAME
ACROSS
THIS
STASH
OF
GROCERIES.

END MISSION 5

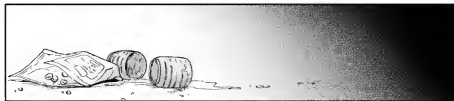
Ahm geet
disappointed, but.
Thez canaat delivaa
war porny game
prior t' th' official
release date.

I'LL
BECOME
A CHILD
OF HIS
FAMILY!

THE
"PURPLE
BOX GUY"
DELIVERS
EVERYTHING
WE
REQUEST!



EXCEL五月版



DO YOU
HAVE MY
COPY OF
BOUND
LEWD
SLAVE
2...?

SUMI-
YOSHI...





MISSION 6 CRACKED BLUE







THEN,
SHE TOOK
THE SPARE
SUIT...IT HAD
BEEN
ADJUSTED
FOR HER.



...SHE
ACCESSED
MY
DATABASE
AND LEARNED
OF TERIHA'S
WHEREABOUTS
AND OUR
INTRUSION
TACTICS

ACCORDING
TO
UMI'S
STORY..

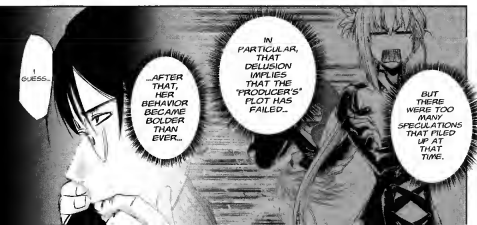


EVERYTHING
WAS
ARRANGED...
THIS IS MORE
LIKE A
PRACTICAL
JOKE.

OF
COURSE,
IT WOULD
HAVE BEEN
IMPOSSIBLE
FOR UMI TO
DO ANY OF
THESE
THINGS

DO
YOU
THINK
TENMANGU
WAS
INVOLVED,
TOO...?







AS A
RESULT,
EVEN
IF IT IS
DIS-
COVERED...



I
MEAN,
THEY
EVEN
USED
UMI TO
TRY TO
CLEAN
UP THE
MESS.

I
SUPPOSE
THAT THE
RESULT
WAS
BEYOND
THEIR
EXPECTATIONS.



AND I
DON'T WANT
TO ADMIT IT,
BUT THOSE
WHO CAN GO
BEYOND THEIR
PLOTS...ARE
MAYBE
ONLY...

I DON'T
WANT TO
BELIEVE
IT, BUT I
GUESS
YOU'RE
RIGHT.

THE
SITUATION
MADE
THEM STOP
CARING
ABOUT
US...

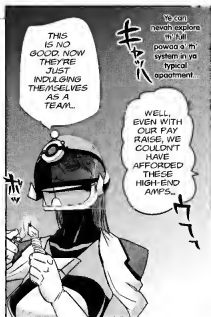
I DON'T
KNOW WHY...
BUT I GUESS
THEY DON'T
CARE ABOUT
HOW THEY
LOOK TO
OTHERS
ANYMORE.

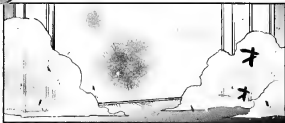


...AND
HIM.



...HER...



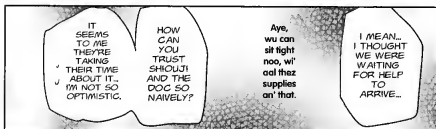






If you
want to
stay here
forever,
I won't
stop you.

...Wait
a second...
why don't you
just wait until
they come
rescue
us...?!

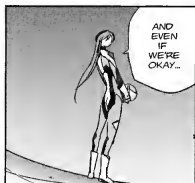


IT
SEEMS
TO ME
THEY'RE
TAKING
THEIR TIME
ABOUT IT...
I'M NOT SO
OPTIMISTIC.

HOW
CAN
YOU
TRUST
SHIOUJI
AND THE
DOC SO
NAIVELY?

Aye,
wu can
sit tight
noo, wi'
aal thez
supplies
an' that.

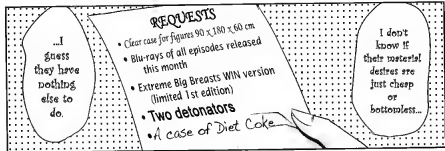
I MEAN...
I THOUGHT
WE WERE
WAITING
FOR HELP
TO
ARRIVE...



AND
EVEN
IF
WE'RE
OKAY...













What
do you
want in a
dangerous
place like
this...?

...You're
not
hwa, are
you...?



...I
DIDN'T
MEAN
TO
COME
HERE.



I
CAME
HERE
BE-
CAUSE...





IF
THAT'S
WHAT
YOU
WANT,
I CAN'T
ACCEPT
IT.

LET
HER...



...WHAT
I WANT
IS
"WHAT
SHE
WANTS."

NO.



THIS
HAS
NOTHING
TO DO
WITH
YOU
GUYS,
RIGHT?

THEN
CAN'T
YOU
GET OUT
OF MY
WAY?
I'LL BE
FINISHED
SOON.



...The real
one was
mixed in
without my
knowing.
huh?

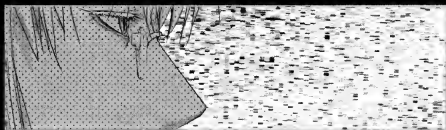












HE
SAID
"WHAT YOU
WANT" IS
"WHAT HE
WANTS."

BECAUSE
"WHAT I
WANT" IS
"WHAT YOU
WANT"
NOW.

THEN
THERE'S
NO PRO-
BLEM.





DID
I GO
TOO
FAR...?

...I'M
SURE
YOU'LL
HAVE A
LOT OF
FUN.

BUT
ALL YOU
NEED TO
DO IS
TO
WAKE
UP..



...THIS
MAY BE
THE LAST
RUN FOR
ISSHIKI.

THE
ODDS
ARE
AGAINST
US...



BUT I
LOOKED
THERE
EARLIER.

EH?

!!
??

SUMI-
YOSHI
WAS
RIGHT.
TIDY
UP!

ハ
ハ
ハ
ハ
ハ

I
FOUND
HIM
UNDER
ALL
YOUR
JUNK!



END MISSION 6

SHE MUST'VE BEEN HUNGRY FOR THIS KIND OF TOPIC...

NO, THANKS...

WOULD YOU PREFER A SHINTO-STYLE OR CIVIL WEDDING...?

YOUR SPECIAL DAY

BRIDE



Excel Saga 25

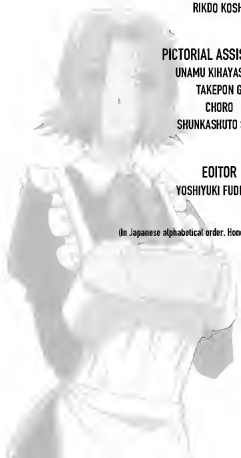
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YOSHIYUKI FUDETANI

(In Japanese alphabetical order. Honorary titles are omitted.)



Guide to *Excel Saga* 25's Sound Effects!

15.3	FX TWITCH (ira : being frustrated)
15.5	FX SNAP (poker snapping fingers)
15.6	FX CHAK (gacha, the door opening)
16.1	FX BAM (bare impact sound)
16.1	FX CLOMP (ka, footsteps)
16.2	FX JOLT (biku, being startled)
16.2	FX CLATTER (pawa, clattering)
16.3	FX GRAB (hihc, grabbing)
16.3	FX CLOP (ka, footsteps)
17.1	FX SHUT (beten, door closing)
17.3	FX SHH (shir shh)
17.5	FX SIGH (haa, sighing)
17.6	FX GRIN (niku, grinning)
18.1	FX LEAN (asu, leaning forward)
18.1	FX SHAKE (gash, shaking hands)
18.2	FX BLUSH (kaka, blushing)
18.4	FX JITTERS (boku biku, jittering)
18.2	FX TWITCH (paku, twitching)
18.4	FX SPLASH (zupu, splashing)
19.5	FX SPLASH (zaba zaba, splashing)
19.5	FX SPLASH (zaba, splashing)
20.1	FX SIGH (haa, sighing)
20.3	FX DRIP (otter, water dripping)
20.4	FX SPLASH (zaba, splashing)
20.4	FX MUMBLE (butsu, mumbling)
20.4	FX MUMBLE (butsu, mumbling)
20.5	FX GLARE (ba, glaring)
21.1	FX TWITCH (paku, twitching)
21.2	FX SPLASH (tupu, splashing)
21.3	FX SPLASH (zupu, splashing)
21.4	FX SPLASH (zabu, splashing)
21.4	FX SPLASH (zabu, splashing)
21.4	FX SPLASH (zabu, splashing)
21.5	FX SPLASH (zabu, splashing)
21.6	FX SPLASH (zaba, splashing)
22.1	FX HEH HEH (boku, laughing)
22.1	FX SIGH (haa, sighing)
22.2	FX RUMBLE (butsu, rumbling)
22.3	FX THUMP (dokun, heart beating)
22.4	FX STAGGER (hure, staggering)
22.5	FX TAP (paku, tapping)
22.5	FX THUMP (dokun, heart beating)
23.1	FX BLUSH (kaka, blushing)
23.2	FX SLAP (bashi, clapping)
23.2	FX GASP (hi, gasping)
23.3	FX SHIVER (bans, shivering)
23.3	FX PANT PANT (awa awa, feeling dizzy)
24.1	FX BLUSH (kaka, blushing)
24.1	FX THROB THROB (doki doki, heart throbbing)
24.4	FX THROB THROB (dokun dokun, heart throbbing)
24.4	FX TWITCH (biku, twitching)
25.1	FX TWITCH (biku, twitching)
25.2	FX GLARE (gira, glaring)
25.3	FX THUMP (dokun, heart beating)
25.4	FX SHAKE SHAKE (ban ban bun, shaking head)

Most of Rikdo Koshi's original sound FX are left in their original Japanese in the VIZ Media edition of *Excel Saga*, exceptions being handwritten dialogue and "drawn" notes that have the character of captions. Although these sounds are all listed as "FX," they are of two types: onomatopoeia (in Japanese, *giseigo*) where the writing is used in an attempt to imitate the actual sound of something happening, and mimesis (in Japanese, *gitaigo*) where the writing is used to attempt to convey rhetorically a state, mood, or condition. Whereas the first type of FX will invariably be portrayed with kana, the second may use kana and/or kanji. One should note that there is often overlap between these two types. As always, the numbers are given in the original Japanese reading order, right-to-left.

Oubliette c/o Excel Saga
VIZ Media, LLC
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5.3	FX CLICK CLICK (kaka, clicking)
5.4	FX WOOOSH (hye, the automatic door opening)
5.6	FX CLICK (kashi, inserting)
5.8	FX TICK (chikchiku, the computer operating)
5.8	FX TICK (chi, the computer operating)
5.9	FX CLANK (kashu, appearing)
5.4	FX CHUCKLE (kukakuku, chuckling)
6.1	FX TA-BA (tappapan, music playing)
6.2	FX TURN (baa, turning)
9.1	FX HWUHH (ukku, feeling like throwing up)
9.1	FX UGH (hepa, feeling like throwing up)
9.1	FX NOD NOD (utsumi utsumi, nodding)
9.2	FX UGH (hepa, feeling like throwing up)
9.4	FX YAWN (ha, yawning)
10.2	FX SIGH (haa, sighing)
10.6	FX HWUHH (JU, feeling like throwing up)
11.5	FX THUMP (dokun, heart beating)
12.1	FX SPLASH (zupu, splashing)
12.2	FX SPLASH SPLASH SPLASH (zupu zupu zupu, splashing)
14.1	FX SPLASH (bashi, splashing)
14.6	FX CLAP (pachi pachi pachi, clapping)

48.3	FX TUG [tu: tuging]	23.4	FX HMPH [he: cufing]
48.3	FX DASH [da: dashing]	25.4	FX SPIT [pe: spiting]
48.4	FX TUG [tu: tug: tuging]	25.4	FX RUMBLE [zu:zu:zu: rumbling]
48.4	FX DASH [da: dashing]	26.1	FX RUMBLE [zu:zu:zu: rumbling]
48.5	FX CLOMP [lu: footstep]	26.3	FX THROB [do:u: heart throbbing]
48.5	FX PFT [byu: disappearing]	26.3	FX THROB [do:u: heart throbbing]
49.1	FX RUMBLE [nu:nu: rumbling]	26.4	FX SNAP [se: eye opening]
49.3	FX WHEEZE WHEEZE [za: ha: wheezing]	27.4	FX DRIP DRIP [oshabochi: blood dripping]
49.4	FX WHEEZE WHEEZE [za: zee zee zee: wheezing]	27.5	FX OUCH [di: ki: sharp pain]
50.1	FX WHACK [de:ka: punching]	28.1	FX CRACK [pa:kr: cracking]
50.2	FX CALM [ka:ru: being calm]	28.2	FX RUSTLE [pe: aza: rustling]
50.3	FX PANT [ha: panting]	28.3	FX TWITCH [ira: be:ng frustrated]
51.4	FX HEH [he: laughing]	28.4	FX TWITCH TWITCH [ira: ira: being frustrated]
52.1	FX TURN [ku:ru: turning]	28.5	FX GARR [ku:ru: beating fast]
53.1	FX CRACKLE [ba:chi: air rifle shock]	30.1	FX GASP [hu: gasping]
54.1	FX BAM [ga:goon: heavy gate closing]	32.5	FX RUMBLE [zu:zu:zu: rumbling]
55.1	FX WHEW [hyu: whistling]	33.1	FX RUMBLE [den: do: de: rumbling]
56.2	FX OKANK [pa:ta: chair rattling]	33.2	FX RUMBLE [do:do:do: rumbling]
56.3	FX SIGH [hu: sighing]	33.3	FX RUMBLE [do:do:do:do:do: rumbling]
56.4	FX BLUNT [kappa: speaking bluntly]	33.4	FX GASP [hu: gasping]
56.5	FX RUMBLE [go: go: go: go: rumbling]	33.5	FX PANT PANT [ha: ha: panting]
67.2	FX GASP [hu: gasping]	34.1	FX STAGGER [hu: staggering]
57.3	FX CLANG [pa:ta: chair rattling]	34.1	FX PANT [ha: panting]
57.4	FX RUMBLE [do:do:do:do:do: rumbling]	34.2	FX BEEP [pi:pi: beeping]
58.1	FX TMP TMP [pa:ta: eufu: walking fast]	34.3	FX POP [tu:ru: ears being popped]
59.3	FX CHAK [cha: adjusting glasses]	34.3	FX RUMBLE [zu:zu:zu: rumbling]
59.3	FX HEH [he: sniffling]	34.4	FX RUMBLE [do:do: do:do:do:do: rumbling]
60.4	FX RUMBLE [go: go: go: rumbling]	34.5	FX SPLASH [opa: splashing]
60.5	FX BLAST [ba:sha: a blast]	35.1	FX CLICK [aka: clicking]
62.1	FX SIGH [hu: sighing]	37.1-2	FX RUMBLE [do:do:do:do:do:do: rumbling]
62.3	FX HMPH [hu: sniffling]	37.3	FX RUMBLE [de: rumbling]
62.4	FX STOP [sto: stopping]	38.1	FX CHATTER [zu:zu: water running]
62.4	FX CLOP [lu: footstep]	38.2	FX SPLASH [cha:pu: splashing]
64.1	FX SPLASH [ba:sha: splashing]	38.3	FX SPLASH [pha: splashing]
64.2	FX SPLASH [za:pu: splashing]	38.3	FX SPLASH [za:pu: splashing]
65.1	FX TAP TAP TAP [cha: cha: cha: hopping]	39.1	FX PFT [byu: the suit disappearing]
65.2	FX PWP [da: flying]	39.1	FX PFT [byu: the suit disappearing]
65.4	FX HOP [hu: hopping]	39.2	FX BLUSH [ka:se: blushing]
65.4	FX HOP [hu: hopping]	39.3	FX SPLASH [za:pu: splashing]
65.5	FX HOP [hu: hopping]	39.4	FX DRIP DRIP [ota: ota: water dripping]
66.1	FX MURMUR [wa:ya: wa:ya: wa:ya: murmuring]	40.1	FX PHEW [hu: sighing]
66.2	FX HEH [he: sniffling]	40.1	FX CALM [ka:ru: being calm]
66.4	FX CHUCKLE [ku:se: chuckling]	41.4	FX BAM [ba: impact sound]
67.1	FX BLAST [ba:sha: a blast]	42.1	FX HAH HAH HAH [ha:ha: laughing]
69.1	FX THUD [do: falling down]	42.2	FX Hye! [yo: u:ro: attacking]
69.2	FX PANG PANG [aro: oro: being demayed]	43.1	FX HAH HAH HAH [wa:ha:ha: laughing]
69.3	FX RUMBLE [go:se: go:se: rumbling]	44.1	FX DRIP [sha: water dripping]
69.4	FX SNAP [ku:so: snapping]	44.2	FX COUGH [ka:ho: coughing]
72.1	FX WAKE [pa:ba: getting up]	44.3	FX COUGH COUGH [ga:ho: ka:ho: ka:ho: coughing]
72.1	FX JOLT [bi:ka: being startled]	44.4	FX PANT PANT [ha: ha: panting]
73.1	FX SHAKE [pyu:yu: shaking head]	44.4	FX COUGH [ka:ho: coughing]
73.1	FX WRIGGLE [u:ru: wriggling]	44.5	FX PANT [ha: panting]
73.2	FX GASP [hu: gasping]	45.1	FX SQUEEZE [nyu: squeezing]
73.2	FX SNAP [pa:kr: snapping]	45.2	FX COUGH [ka:ho: coughing]
73.4	FX PUFF [ba:pu: puffing]	45.3	FX GRIN [ei: grinning]
73.4	FX GRAB [ga: grabbing]	45.6	FX CHAK [cha: holding out]
73.4	FX WRIGGLE [ba:ta: ba:ta: wriggling]	47.3	FX GRIN [ei: grinning]
73.5	FX COUGH [ga:ho: coughing]	48.1	FX RUMBLE [zu:zu: rumbling]
73.5	FX SHAKE [bu:ru:ru: shaking head]		

85.7	FX RATTLE [gata: chair rattling]	74.1	FX RUMBLE [gaoor: rumbling]
85.8	FX CHAK [sachu: adjusting glasses]	74.2	FX GLARE [ji: glaring]
86.0	FX TUG TUG [gū: gut: tugging]	74.4	FX SIGH [huc: sighing]
87.1	FX BAM [ton: pushing away]	75.1	FX TUG TUG [go go so: tugging]
87.3	FX TMP [za: footsteps]	75.4	FX SIGH [huc: sighing]
87.4	FX SHIVER [buru: shivering]	75.6	FX LOCK LOOK [kyoro kyoro: looking around]
87.5	FX CRACK [kash: cracking]	76.1	FX TEP [satu: walking fast]
87.6	FX FLASH [ka: flashing]	76.4	FX TICK TICK [toratteta: the computer operating]
87.7	FX FLUTTER [baa: fluttering]	76.5	FX COUGH [kash: coughing]
88.1	FX FLUTTER [baa: fluttering]	77.1	FX POINT [bi: pointing]
88.2	FX CLENCH [gū: clenching teeth]	77.1	FX JOIT [dokin: being startled]
88.1	FX JOIT [biki: being startled]	77.2	FX GRAB [mash: grabbing]
88.2	FX THROB THROB [dokun dokun: heart throbbing]	77.2	FX SQUEAK [miki: squeaking]
88.3	FX SWP [su: moving hand]	77.3	FX RUMBLE [dododo: rumbling]
90.1	FX KLANG [gakoor: impact sound]	77.3	FX RUMBLE [dodo: rumbling]
90.2	FX DASH [da: dashing]	77.4	FX TEP TEP [tsuu baa: footsteps]
90.4	FX SALUTE [bi: saluting]	77.5	FX THUMP THUMP [dosu dosu: heavy footsteps]
90.5	FX LOCK LOOK [kyoro kyoro: looking around]	77.7	FX RUMBLE [gaoor: rumbling]
91.1	FX BANG [dan: impact sound]	78.1	FX RUMBLE [dododododo: rumbling]
91.4	FX WHIRR [chin: whirring]	78.2	FX SOB [gusu: sobbing]
91.4	FX WHIRR [chichik: whirring]	78.2	FX RUMBLE [gaoor: rumbling]
92.1	FX SIZZLE [jusu: sizzling]	78.4	FX TMP [za: footsteps]
95.4	FX SQUEAK [gashi: squeaking]	78.5	FX BAM [ban: impact sound]
96.1	FX WHOOSH [bara: falling]	78.2	FX SOB SOB [shiku shiku shiku: sobbing]
96.2	FX DASH [da: dashing]	78.3	FX BAM [dan: knocking]
96.3	FX BAM [baa: impact sound]	78.4	FX CLENCH [giri: clenching teeth]
97.1	FX TMP [tan: footsteps]	78.5	FX STAGGER [yoro: staggering]
97.2	FX BUZZ [ji: buzzing]	78.5	FX DASH [gaa: dashing]
97.5	FX BUZZ [zizu: buzzing]	80.2	FX SWING SWING [gyan gyau: swinging arms]
97.8	FX CLASH [gash: clashing]	80.2	FX WRIGGLE WRIGGLE [jita jita: wriggling]
98.1	FX BAM [dan: impact sound]	80.3	FX DODGE [hyaō: dodging]
98.1	FX WHACK [goba: impact sound]	80.3	FX SWING [buru: licking the air]
98.1	FX CLASH [gash: clashing]	80.4	FX HM [ama: exclamation]
98.2	FX SPLASH [bashi: splashing]	80.5	FX TMP TMP [baa baa: walking fast]
98.5	FX CHUCKLE [kusakusaku: chuckling]	80.5	FX GET OFF ME! [tanasee! exclamation]
100.4	FX WHOOSH [baa: jumping]	81.2	FX GLARE [ji: glaring]
100.4	FX CLASH [ga: clashing]	81.2	FX CLANG [gata: rattling]
102.4	FX CLASH [gash: clashing]	81.4	FX CRACK [kash: cracking]
102.5	FX SPLASH [basha: splashing]	81.5	FX CLENCH [ginnit: clenching teeth]
102.5	FX CRACKLE [bach: crackling]	81.6	FX CRACK CRACK [mash mashi: cracking]
103.1	FX CRACK [kash: cracking]	81.7	FX CRACK [kash: cracking]
103.1	FX CREAK [gash: creaking]	81.8	FX RUMBLE [zuzuzu: rumbling]
103.2	FX PWIP [hyu: moving fast]	81.9	FX CRACK [gash: cracking]
103.5	FX CLENCH [gigig: clenching teeth]	82.1	FX THUMP [dokun: heart beating]
103.7	FX BAM [dan: hitting the desk]	82.1	FX BAM [wan: impact sound]
104.1	FX KLANG [haraa: falling apart]	82.3	FX CLASH [gash: clashing]
104.2	FX KLANG [ukin: metallic object hitting]	82.3	FX THUD [do: falling down]
104.3	FX FLASH [gaka: flashing]	82.6	FX SPATTER [bara: fingers being cut]
104.3	FX PHUT [pa pa pa: explosion]	82.7	FX SWISH [hyu: swishing]
104.4	FX PHUT [pa: explosion]	82.7	FX BAM [dan: impact sound]
104.5	FX SILENCE [shin: silence]	83.1	FX WHIRR [kan: whirring]
105.1	FX WAVE [hira hira: waving hand]	84.1	FX THUMP [zau: footsteps]
105.2	FX TWITCH [butsu: cutting off]	84.2	FX GRAB [gashi: grabbing]
105.3	FX HEY [oat: hey]	85.1	FX CRACK [gash: cracking]
105.3	FX BAM BAM [ban ban: hitting]	85.1	FX SQUEAK [giri: squeaking]
105.4	FX HELLO HELLO [mashi mashi: hello hello]	85.3	FX BAM [bakun: impact sound]
105.2	FX TMP [za: footsteps]	85.4	FX TMP [za: footsteps]
105.2	FX TMP [za: footsteps]	85.4	FX THUD [gote: falling down]
105.2	FX GO [go: go ^ ^]	85.5	FX STARE [ji: staring]

130.4	FX PHEW [haa: sighing]	106.3	FX BAM [don: pushing]
130.5	FX WHEEZE [zee zee: wheezing]	109.3	FX WOBBLE [waa: wobbling]
131.2	FX FUMBLE [joo joo: fumbling]	106.4	FX THUD [gato: falling down]
131.3	FX ROLL [goro: rolling]	107.3	FX JOLT [boku: being startled]
131.3	FX TWITCH [piku: twitching]	107.3	FX WOOSH [heir: disappearing]
131.4	FX ROLL [goro: rolling]	108.2	FX GLARE [ki: glaring]
132.1	FX GASP [he: gasping]	109.5	FX KRRR [ki: car stopping]
132.1	FX CLENCH [bici: clenching a fist]	109.5	FX CHATTER [saaa: water running]
132.2	FX WOOSH [hyu hyuhyu: flying fast]	109.1	FX CHATTER [saaa: water running]
132.3	FX SWISH SWISH [byu byu: flying fast]	109.2	FX SPLASH SPLASH [basha basha: splashing]
132.3	FX GASH [fu: dashing]	109.3	FX SHF [fy: touching]
132.3	FX CLUNK [chan: clinking]	108.4	FX SQUEEZE [gya: squeezing]
132.4	FX WHEEZE [zee zee: wheezing]	110.1	FX CHATTER [saaaa: water running]
132.4	FX SHOOB [kappo: wearing the helmet]	110.3	FX BAM [basen: door shutting]
132.5	FX KLANG [char: rattling]	111.3	FX CLOMP [ku: footsteps]
133.1	FX CRACK [maku: cracking]	112.7	FX GASP [he: gasping]
133.2	FX PANT [haa: panting]	112.8	FX PMP [fu: turning his face away]
133.3	FX THROB THROB [dokon dokon dokon: heart throbbing]	113.1	FX GASP [he: gasping]
133.4	FX THROB THROB [dokon dokon dokon: heart throbbing]	113.5	FX SIGH [heir: sighing]
133.5	FX THROB [do: heart throbbing]	115.2	FX HMM [tan: humming]
134.1	FX GULP [joku: swallowing]	115.2	FX HUH [basa: humming]
134.1	FX SWISH [ba: moving fast]	115.4	FX MUNCH MUNCH [mori mori: munching]
134.2	FX SILENCE [shin silence]	115.5	FX HUH [kar: exclamation]
134.3	FX KICK [ku: kicking]	115.5	FX AH [a: exclamation]
134.3	FX CLASH [gashoa: clashing]	116.1	FX CRUNCH [josi josi: crunching]
134.4	FX GASP [he: gasping]	116.1	FX CRUNCH [josi josi: crunching]
134.4	FX GASH [du: dashing]	116.3	FX CRUNCH [boni boni: crunching]
135.1	FX RUSTLE [gassaa gassaa: rustling]	116.3	FX MUNCH MUNCH [mori mori: munching]
135.2	FX CLANG [karari: rattling]	117.1	FX MUMBLE [buchi buchi buchi: mumbling]
135.4	FX HEH HEH HEH [gahhehi: laughing]	117.2	FX MUNCH [mori mori: munching]
135.4	FX GROWL [gawar stomach growling]	117.5	FX SIGH [he: sighing]
135.5	FX CLENCH [girik: clenching teeth]	117.5	FX SIGH [haa: sighing]
135.5	FX RUMBLE [doori: rumbling]	118.1	FX GULP [upi upi: gulping]
135.6	FX HEH HEH HEH [hi hi hi hi hi: chuckling]	118.2	FX MUNCH MUNCH [mori mori: munching]
136.3	FX MURMUR [wamamama: murmuring]	118.3	FX SIGH [haa: sighing]
136.3	FX KLANG [gakson: hitting]	121.2	FX CLICK CLICK [kan kakaka: typing]
137.1	FX WEARY [gattari: feeling weary]	121.2	FX CLICK [kakaka: typing]
137.2	FX SIGH [heir: sighing]	121.4	FX GLARE [ki: glaring]
137.3	FX CLOMP CLOMP [katsuan katsuan: footsteps]	121.4	FX JOLT [boku: being startled]
137.4	FX WHEEZE [zeera: wheezing]	122.1	FX CLICK CLICK [ka kakaka: typing]
138.1	FX GROWL [guu: stomach growling]	122.5	FX SHF [ba: adjusting glasses]
138.1	FX GROWL [gyururu: stomach growling]	124.3	FX WOW [aaa: exclamation]
138.2	FX SIGH [haa: sighing]	124.3	FX AHH [aaa: exclamation]
138.5	FX GROWL [guu: stomach growling]	125.1	FX CHEER [aa: cheer]
138.1	FX RUMBLE [jooon: rumbling]	125.1	FX CHEER [waaa: cheer]
139.1	FX TMP [tan: footsteps]	127.1	FX MUNCH MUNCH [gato gato: munching]
139.2	FX CHATTER [saaaa: water running]	127.1	FX GULP GULP [gubi gubi: gulping]
140.2	FX SHUFF SHUFF [shori shori shori: sharpening]	127.2	FX NIC [haka: hiccup]
140.3	FX SHUFF SHUFF [shori shori shori: sharpening]	127.3	FX C MON [aaa: exclamation]
140.4	FX CLANG [kachi: rattling]	127.4	FX HEH HEH [hehehe: laughing]
140.5	FX SHUFF SHUFF [shori shori shori: sharpening]	127.5	FX HAH HAH HAH [wahaha: laughing]
141.2	FX SWISH [hyu: flying fast]	127.5	FX HAH HAH HAH [gaa gaa: laughing]
141.2	FX CLANG [kin: metallic object hitting]	127.6	FX SIP SIP [chibi chibi: sipping]
141.2	FX CLANG [kakin: metallic object hitting]	128.1	FX ROAR [goon: roaring]
141.3	FX GRHH [moo: exclamation]	128.3	FX CLOP [kotsu: footsteps]
141.3	FX CHUCKLE [ku ku: chuckling]	128.6	FX HEH HEH [hehe: laughing]
141.4	FX HEH HEH HEH [hihihihihi: laughing]	130.1	FX STAGGER [yura: staggering]
142.1	FX CLATTER [katsu katsu: clattering]	130.2	FX WHACK [gashwan: impact sound]
		130.3	FX THUNK [tsumu: impact sound]

OUBLIETTE

Your EXCEL SAGA bonus section!

150.5	FX HAH HAH HAH (haa ha ha ha ha: laughter)	142.2	FX MUNCH MUNCH (moshi moshi moshi: munching)
150.5	FX WACK (gaki: punching)	143.3	FX CLATTER (kasa kasa: clattering)
151.1	FX STAGGER (yoro: staggering)	143.2	FX MUNCH MUNCH (moshi moshi: munching)
151.1	FX HEH HEH HEH (hihihihihi: laughing)	143.5	FX MUNCH MUNCH (gatsu gatsu: munching)
151.2	FX FUMBLE (gogo gogo gogo: fumbling)	143.6	FX MUNCH MUNCH (moshi moshi: munching)
151.3	FX HAH HAH HAH (hyahahaha: laughing)	143.6	FX SIGH (haa: sighing)
151.5	FX TWITCH (iru: being frustrated)	144.1	FX CLATTER (kasa kasa: clattering)
151.3	FX RUSTLE (basu: rustling)	144.2	FX MUNCH MUNCH (mogu mogu: munching)
152.1	FX PHEW (paua: sighing)	144.3	FX MUNCH MUNCH (moshi moshi: munching)
153.1	FX RUMBLE (gogo go gogo: rumbling)	144.3	FX MUNCH MUNCH (mogu mogu: munching)
154.1	FX CHUCKLE (kusu kusu kusu: chuckling)	144.4	FX PHEW (pau: sighing)
154.3	FX AHH... (asa: exclamation)	144.4	FX SLURP (iru: slurping)
154.3	FX COUGH (gaho: coughing)	145.1	FX STOP (pita: stopping)
154.4	FX ROAR (zu zu zu: roaring)	145.2	FX SIGH (haa: sighing)
155.1	FX GASP (ha: gasping)	145.3	FX BAM (dan: hitting the table)
155.1	FX CLAP (pan: clapping)	145.4	FX SIGH (haa: sighing)
155.2	FX NOD (teku: nodding)	145.4	FX SIGH (haa: sighing)
155.2	FX NOD (teku: nodding)	145.5	FX PANT (ha: panting)
155.5	FX CLOMP (pa: footstep)	145.5	FX RUMBLE (gogogo: rumbling)
155.5	FX BURP (gaku: burping)	145.6	FX RUMBLE (gogogo: rumbling)
156.3	FX GULP (goku: swallowing)	145.6	FX WHEEZE (zoo zoo: wheezing)
156.4	FX RUMBLE (dodododo: rumbling)	146.1	FX BANG BANG (dan dan: banging on the door)
156.1	FX ROAR (roo: roaring)	146.2	FX BANG BANG (dan dan dodan: banging on the door)
156.4	FX RUSTLE (basu: rustling)	146.3	FX CRACK (periri: cracking)
160.3	FX SHOOT (ba: opening the curtain)	146.4	FX RUMBLE (go go go: rumbling)
161.1	FX RATTLE (bara bara: rattling)	146.5	FX FLUSH (jasa: flushing)
161.2	FX HUMPH (fu: sniffing)	146.5	FX CHAK (gacha: door opening)
161.3	FX CLASH (gacha: clashing)	147.1	FX ROAR (roo: roaring)
161.4	FX POINT (pau: pointing)	147.2	FX PANT (ha: panting)
161.4	FX GLARE (ki: glaring)	147.2	FX GROAN (u: groaning)
163.1	FX PHEW (haa: sighing)	147.2	FX MUMBLE (busu: mumbling)
163.1	FX SQUEAK (mishi mishi: squeaking)	147.3	FX RIP (iru: ripping)
165.4	FX CREAK (ki: creaking)	147.2	FX CHEW (oucha: chewing)
167.1	FX THRILLED (waku waku: being thrilled)	147.3	FX CHEW (oucha: chewing)
167.1	FX RATTLE (kara kara: rattling)	147.2	FX MUMBLE (busu: mumbling)
167.3	FX HAH HAH (hyah: girl laughing)	147.3	FX FWIP FWIP (shu shu: moving fast)
167.3	FX HEH HEH (ufufu: girl laughing)	147.3	FX STAGGER (yoro: staggering)
167.3	FX LIGHT (ae: lighting)	148.1	FX SCRAWL (noso noso: scribbling)
167.5	FX SMOLDER (buzu buzuz: smoldering)	148.2	FX WOBBLE (yoro: wobbling)
168.1	FX KABOOM (cupaan: explosion)	148.2	FX SCRAWL (zuru: scribbling)
168.2	FX ROAR (roo: roaring)	148.3	FX SMILE (uki: smiling)
168.3	FX ROAR (roo: roaring)	148.4	FX SCRAWL (noso noso: scribbling)
168.5	FX GLARE (ki: glaring)	148.1	FX WHEEZE (zoo: wheezing)
168.5	FX SIGH (haa: sighing)	148.1	FX WHEEZE (zoo: wheezing)
169.1	FX YAWN (fuya fuya: yawning)	148.1	FX COLLAPSE (gaku: collapsing)
169.3	FX MUMBLE (busu busu: mumbling)	148.2	FX HEH (hi: laughing)
171.4	FX SHAKE SHAKE (furu furu: shaking)	148.4	FX WOBBLE (yoro yoro: wobbling)
171.5	FX HAH HAH HAH (hyahahaha: laughing)	148.5	FX STAGGER (yoro yoro: staggering)
172.1	FX DASH (da: dashing)	148.6	FX JOLT (teku: being startled)
172.2	FX RATTLE (geto geto: rattling)	150.1	FX RUMBLE (gogogo: rumbling)
172.3	FX TMP TMP (taku taku: footsteps)	150.1	FX STAGGER (yoro: staggering)
172.3	FX RATTLE (geto geto: rattling)	150.2	FX THROB (teki: heart throbbing)
172.4	FX THUD (docha: dropping off)	150.3	FX GULP (oku: swallowing)
173.4	FX GASP (ha: gasping)	150.3	FX SLOSH (chapu: sloshing)
174.1-2	FX RUMBLE (gogogo: rumbling)	150.4	FX SIGH (haa: sighing)
174.4	FX SWISH (go, fuyu: twirl)	150.4	FX HEH HEH (hihi: laughing)
175.1	FX RUMBLE (gogogo: rumbling)	150.4	FX WOBBLE WOBBLE (furu furu: wobbling)
175.2	FX RAT-A-TAT (dogagapaga: barrage)	150.5	FX FWIP (gaku: getting up)
175.3	FX WOOSH (shuu: smoke coming up)		

identical 32-foot high statues of the singer placed in cities around Europe. That was a straight-up Kabapu move.

18.4: Possibly a reference to LE, a simplified text editor for Unix-type systems, or to the idea that this Ishiki is a "Limited Edition."

26.2: The Tokere toy company introduced Milton-Bradley's *Life* game to Japan under license in 1988. Sumiyashi's remark about how this isn't the Showa era anymore underscores how its conclusion (actually, in 1989) more or less coincided with the end of Japan's upward economic momentum.

34.5: Umi's original exclamation was not "Eh! Eh!..." but "Hoooo...?" (pronounced "ho-shhhhh?"). It reminds me of the fact in the original *Cardcaptor Sakura* manga, Sakura exclaims not "Eh?" as she does in the English version, but "Hoo?" Perhaps having that initial "h" sound sounds cuter in Japanese, but there is the risk people will get the wrong idea.

53.3: Miwa's line should ideally be read in the voice of George Takei.

72.1: The kanji means "gold," but also "money."

73.5: In the original Japanese, the term used for "self-destruct button" is *jishaku buton*, literally "self-explode button," using the English loan word for "button" pronounced in a Japanese manner.

76.5: I'm sure you noticed this, but the readout from Excel's side looks like a Pac-Man screen. I think this is a very *Airplane!* style gag, but then again, *Excel Saga* is sort of the *Airplane!* of sentai series. I keep waiting for Dr. Kabapu to say to Shioaji, "That's impossible! They're an INSTRUMENTS!"

97.6: In the original Japanese, the "Ishiki LE..." is given a substitute reading "transmitter," referencing Kabapu's remark earlier that once they pass a certain point, she only serves as a transmitter relay.

116.1-2: Natsuno and Elgale are nibbling on *CalorieMate*, a sort of Japanese quick-energy bar that looks like a shortbread cookie but comes in various flavors including cheese, potato, and maple (these bars also seem to be the remaining "raions" the characters fight over later in the story). I say, if you want to go full weebabo, forget the *Packy* and the *melen-pan*; next time you're at a con, bust out with the *CalorieMate*. And as for that term, to paraphrase *The Pharcyde*, we're all weebabos in our own way.

121.1: The translator notes that *nikaichi* literally means "two and one"—it means to create one object out of multiple objects.

173.3	FX TAP (tan: landing)
175.1	FX FWRP (shuu: mashing)
175.2	FX SHODP (suac: stepping back)
175.3	FX DASH (dic: dashing)
175.4	FX FLASH (gin: flashing)
177.1	FX FLASH (baa: flashing)
177.2	FX ROAR (oar: roaring)
177.3	FX ROAR (oar: roaring)
177.4	FX HOWL (oyasu: howling)
177.5	FX TMP (tan: landing)
179.4	FX SHUT (shuu: door shutting)
180.1	FX SHAGBUN (hure: staggering)
180.2	FX SIGH (haa: sighing)
180.4	FX SQUEEZE (sokuu: squeezing)
188.1	FX RUB RUB (kuri kuri: rubbing)
188.2	FX SHF (sur: moving slowly)
188.4	FX SQUEEZE (oyasu: squeezing)
189.3	FX HA HA HA (ha ha ha: laughing)
189.5	FX BANGLE (gurari: dangling)
189.6	FX SINK (koku: sinking)
189.8	FX THUD (zushi: feeling heavy)
189.1	FX JOLT (goku: being startled)
189.2	FX BLEAM (goku: gleam)
189.4	FX BAM (baki: hitting)
189.5	FX CLENCH (giri: clenching a fist)
189.6	FX PANT PANT (haa haa: panting)
189.1	FX SHF (sur: putting a towel)
189.1	FX CHILL (hiyari: feeling a chill)
189.2	FX KLANK (koku: rattling)
189.4	FX PHEW (suac: exhaling)
189.1	FX BUZZ BUZZ (ji ji: buzzing)
189.3	FX SIGH (hoo: sighing)
189.2	FX RATTLE (garu: gasha: rattling)
189.2	FX PANT PANT (haa haa: panting)
189.2	FX PANT PANT (haa haa: panting)

27.1: The dots in the title of *Missile 1* stand for a word that was simply blinked out in the Japanese original, perhaps "Time."

8.1: Kabapu is assuming the pose of Michael Jackson from the cancelled *This Is It* series of concerts in London, the preparations for which were filmed and released as a documentary film of the same name. The editor was in London in March of 2009, and already there were huge billboards up for the concert series, even though it wasn't scheduled to start until July. *This Is It* was to have been a series of 50 performances extending into March of 2010. Despite the, er, controversies surrounding the singer, demand for tickets proved enormous; the first ten shows alone were projected to earn him US\$80 million dollars—or might have, had not Jackson died suddenly two months before the series was to begin. At first glance there may seem little in common between Michael Jackson and Kabapu, and yet, I am reminded of the publicity campaign for Jackson's *HIStory* tour in 1995, which involved nine

146.6: Presumably Miwa has her own bathroom in her private chambers, but perhaps with super-advanced science she simply shunts all her waste into another dimension.

149.3: In the original Japanese, Egale says it in *himgana*, *sutaba*, *surapachioyo* (that's how she pronounces it). Did you know that in Japan you can get a rum-flavored *frippuccina* (the "Rhubarb Frippuccine"?). I'm only a little disappointed that, crazed by hunger, Matsuyo and Egale didn't start to look at each other and see that each has become a leg of fried chicken. That's one classic American cartoon gag you rarely see in anime.

157: The translator notes that the purple box guy *ar Murasaki no Hoko no Hito* is a play on *Murasaki no Boro no Hito* (Purple Rose Person), a character from *Garasu no Kassen* (*Glass Mask*), a shōjo manga by Suzue Miuchi that began running in Hakusensha's *Acme to Kure* magazine (today home of *Skip Beat!* and *Gessama Teacher*). *Glass Mask*, which started in 1976 and is still ongoing, is (with well over 50 million copies sold) perhaps the most successful shōjo manga of all time. The "Purple Rose Person" in *Glass Mask* is Masumi Heyemi, the heir of an entertainment production company, who sends purple roses and financial aid to the manga's heroine, aspiring actress Moya Kikajima, while hiding his true identity from (and feelings for) her—even as Moya believes that Masumi is trying to work against her career.

171.3: Egale, of course, is bullied (*jōmei* in Japanese) terribly by Excel (an unpleasant if humorous aspect of Excel's character), so she takes a special interest in these things.

172.2: The delivery boxes are marked with a parody of Amazon's Japanese logo; instead they say *Kanazawa co-ja*. "Kanazawa" is "Amazon UK" spelled backwards, and is slang used in Japan to describe a situation where your Amazon order gets delayed or cancelled unexpectedly.

190: By now, you've likely heard about some of Rikdo Sensesi's manga projects following the conclusion of *Excel Saga*: then's *Ageha* (in *Excel Saga*'s old home, *Young King Ours* magazine, today also home of Kahla Hiram's awesome *Drawers*) which, like *Excel Saga*, he both writes and draws, but a bit of a surprise has been his collaboration with one of the most famous international manga creators, Shirov Masemune. Shirov is willing, and Rikdo is drawing, *Shōst Ōm*, a manga that began in the November 2012 issue of Kadokawa's *Newtype Ace* magazine. It opens on the cruise ship *Epimetheus* (companion to Shirov's invocation of Prometheus in *Appetense* in Greek myth, Epimetheus was Prometheus's idiot brother) in a future where large-scale disasters have made cyborgization a fashionable survival tool: such a converted 16-year-old girl (a human brain in a robot body, a la *Iwalia*) is on her way to an "Idyllic South

123.1: For our UK readers, "super pissed" here is meant in the American sense of "extremely angry" rather than the British sense of "when I fell on the floor, I drink man."

126.3: Note that Sumiyoshi, in the original Japanese, actually gives the Latin toast of *Prosit!* (meaning literally "may it be [good] for [you]"), perhaps better known in the form it was adapted into in German, *Prost*, where it is used the same way *Cheers* would be in English. Sumiyoshi pronounces it in Japanese as *porochitto*.

127.1: The Japanese bottles are (er rather, were), full of *Danbaku*, a Hakata-produced (see note below) brand of *shochu*, the distilled Japanese liquor at about 50 to 70 proof that has become more popular nationwide in recent years than sake (which is brewed rather than distilled). *Shochu*, however, has always been popular in Fukuoka, as it originated on its island of Kyushu, possibly introduced as a foreign concept in the 16th century. The editor needs to get more into *shochu*, as it was only last year that he finally found a sake he liked, and it occurred to him that if it took 25 years of trying, then sake may not be for him (his first sake was out of a vending machine at 14—come on, a 14-year-old is going to do that just because they can). *Danbaku*, by the way, is also the name of the gigantic street festival (it attracts as many as two million people) held in Fukuoka every year during Golden Week, Japan's big public holiday in late April and early May. The parade route goes past ACRDS Fukuoka and ends right before Fukuoka City Hall, making it an event both sides in *Excel Saga* can enjoy. Humorously, the cheap, sweet potato distilled *shochu* is contrasted with Egale's bottle of Romanée-Conti, often described as the most expensive red wine in the world. A single bottle of recent vintage can cost ten to fifteen thousand dollars; think how many copies of *The Drops of God* you could buy with that money.

140.1: The editor and translator note that Shungetsuan is a restaurant in Hakata, a district on the east side of Fukuoka (namely, where the main train station is, as once you get to Fukuoka you have basically run out of west in Japan). It's within walking distance of Sumiyoshi Junior High, which I somehow think is no coincidence on Rikdo's part. Fukiya is a type of egg mix used in *akonomiyaki*, the savory pancake that every U.S. anime fan used to know, back when *Ranma 1/2* was big. *Kemaya* is a traditional Japanese confectionery shop in Fukuoka's Chuo ward (off the northwest corner of Hakata). *Zenzai* is a Japanese dessert made of baked *mochi* (sticky rice cake) and red bean soup; for more on *Nekasu*, please see vol. 19's "Doublette," note for 19.6 (although the editor meta-notes that note doesn't mention that *Nekasu* is also Fukuoka's "adult entertainment" district).

145.2: I had been under the general impression that Ishiki was built by Tenmangu and Nishiki by Bajyu, but perhaps I was wrong about that. It's okay; I've only been editor for the last 25 volumes.

鬼面魔人

Seas Island" (triddled with craters) to go live with her aunt if I found I had to look twice to realize it was Rikdo Kashi's art not so much because the art is different, but because I'm unused to seeing a Rikdo manga where most of the characters are not yet adults). Note that *Ghost Uru* is the English title Shirow gave the manga, but the Japanese title is *Kookaku no Pandora*. This is getting into another complicated bit of Shirow wordplay similar to the difference between his two titles of his most famous manga, *Ghost in the Shell/Kookaku Kidoutai* and I'm not confident to fully explain it, except to point out that not only are these two *kookaku* pronounced the same but written differently (i.e., they use different kanji), but in neither case do they actually mean "ghost" in Japanese. For example, the kanji used to spell *kookaku* in *Kookaku no Pandora* refer to an old-fashioned way to spell the color of red iron oxide. This is actually pronounced *benigawa* in Japanese, but the kanji by themselves could be pronounced "koo" and "kaku" respectively. Note that in both manga, the *kaku* does mean "shell," but in the case of the other *kookaku* is evidently a made-up word by Shirow (using the kanji for "assault" and "shell") whereas the *Kidoutai* he uses is a real word meaning "riot police" or "riot battalion." To sum up, in both manga Shirow is using the English word "ghost" in its English title, even though neither manga uses the Japanese word for "ghost" in its Japanese title. As I said, I'm not confident to fully explain it ^.^ but seriously, I know there's levels of wordplay here that I'm not getting. Even Fred Schott, the greatest of all manga translators, once mentioned having to FAX a question to Shirow about some kanji combination in *Ghost in the Shell* he simply couldn't figure out, only to have Shirow respond that he didn't quite understand what they meant either! By the way, if you were to try and enter the Japanese title of *Ghost in the Shell* into an online translator such as Google or Excite, it would illustrate the way such applications "think." It would translate the grouping of five kanji that make up *Kookaku Kidoutai* as "Ghost in the Shell." In a sense that's completely correct, because of course that is the English title of the series, but the program doesn't "realize" that's not actually a translation of the kanji themselves. It just gives that result because its database has noted the close association between that particular grouping of kanji and the English phrase "Ghost in the Shell." If the manga never had an English title, and you were starting your translation from scratch with that grouping of kanji, it seems very unlikely (as noted above) that you would come up with "Ghost in the Shell." Likewise, if you were to translate "Ghost in the Shell" into Japanese, you might come up with something like *Kara no naka no yurai Uritsur Kaciller's book*. The *Ghost in the Machine* is called *Kikai no naka no yurai* in its Japanese edition).

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